

processor processes the information as known in the art to provide primitives 120 that are representative of the desired image. The primitives 120 are received by a set up engine 108 in a 3D pipeline 102. In the set up engine 108, the x,y coordinates of the primitives 120 are transformed to form screen coordinates. The screen coordinates together with the z coordinate are also referred to as window coordinates. The primitives are then mapped in this window and have x,y coordinates and z coordinates which indicate which primitives are in front of which primitives. These primitives are then passed on to the raster engine 110. The raster engine 110 is also referred to as a scan converter which converts the two dimensional vertices in screen space with at least a z value, a color, and a texture coordinate associated with each vertex into pixels. Unlike previous stages that performed polygon operations, the raster engine stage handles pixel operations. Pixel pipe 112 is operatively connected to the raster engine 110 and a render backend block 114 is operatively connected to the pixel pipe 112. A frame buffer 104, which is connected to the render backend block 114, has at least a color buffer 116 and a z buffer 118. The color buffer 116 stores color information corresponding to pixels in the display frame, and the z buffer 118 stores corresponding z values for the pixels in the display frame.—

Please replace the paragraph on page 10, beginning at line 10, with the following rewritten paragraph:

-- For primitive 306, the edge walker starts at vertex 330 and proceeds until it identifies point 332 as being the first point of intersection between the primitive 306 and the screen region 300. It is to be understood that once the area within the screen region 300 is identified, the span walker and fill module 206 then take over and fill each of the pixels and the portion of the primitive which is within the screen region 300. This is indicated by the area of the primitives which are filled with lines in FIG. 3. Primitive 308 shows that the edge walker would start at the